

SteamCMD

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Create CSGO dedicated Server

Manual launch

Go to D:\SteamLibrary\steamapps\common\Counter-Strike Global Offensive\game\bin\win64

```
cd "D:\SteamLibrary\steamapps\common\Counter-Strike Global Offensive\game\bin\win64"
```

Add this ports to exeption in firewall :

- 27015 UDP/TCP
- 27020 UDP
- 27005 UDP
- 26900 UDP

Enter this command to launch CS2 server

```
.\cs2.exe -dedicated +map de_mirage +game_alias wingman +host_workshop_map 3132854332
```

Redirect this ports :

- 27015 UDP/TCP
- 27020 UDP
- 27005 UDP
- 26900 UDP

Map's Code :

```
Mirage : de_mirage  
Dust II : de_dust2  
Anubis : de_anubis  
Nuke : de_nuke  
Overpass : de_overpass  
Inferno : de_inferno  
Ancient : de_ancient  
Vertigo : cs_vertigo
```

Office : cs_office

Italy : cs_italy

Game mode's Code :

Competitive:

```
game_alias competitive <- sets both game mode and game type commands  
game_mode 1  
game_type 0
```

Wingman

```
game_alias wingman <- sets both game mode and game type commands  
game_mode 2  
game_type 0
```

Casual

```
game_alias casual <- sets both game mode and game type commands  
game_mode 0  
game_type 0
```

Deathmatch

```
game_alias deathmatch <- sets both game mode and game type commands  
game_mode 2  
game_type 1
```

Custom

```
game_alias custom <- sets both game mode and game type commands  
game_mode 0  
game_type 3
```

Connect to the server :

enter this command in CS2 console :

```
connect <YOUR_DNS_NAME>:27015
```

Automatic Launch

```
# Init PowerShell Gui
```

```
Add-Type -AssemblyName System.Windows.Forms
```

```
# Create a new form
```

```
$CS2_SERVER_LAUNCHER = New-Object system.Windows.Forms.Form
```

```
# Define the size, title and background color
$CS2_SERVER_LAUNCHER.ClientSize = '500,300'
$CS2_SERVER_LAUNCHER.text = "CS2 Server Launcher"
$CS2_SERVER_LAUNCHER.BackColor = "#ffffff"

#Add "Select Map"
# Create a Title for our form. We will use a label for it.
$LABEL_SELECT_MAP = New-Object system.Windows.Forms.Label

# The content of the label
$LABEL_SELECT_MAP.text = "Select Map"

# Make sure the label is sized the height and length of the content
$LABEL_SELECT_MAP.AutoSize = $true

# Define the minial width and height (not nessary with autosize true)
$LABEL_SELECT_MAP.width = 25
$LABEL_SELECT_MAP.height = 10

# Position the element
$LABEL_SELECT_MAP.location = New-Object System.Drawing.Point(20, 20)

# Define the font type and size
$LABEL_SELECT_MAP.Font = 'Microsoft Sans Serif,13'

##Add dropdown list for select legit or workshop map
$MAP_TYPE = New-Object system.Windows.Forms.ComboBox
$MAP_TYPE.text = ""
$MAP_TYPE.width = 170
$MAP_TYPE.autosize = $true

# Add the items in the dropdown list
@('Workshop', 'CS2') | ForEach-Object { [void] $MAP_TYPE.Items.Add($_) }

# Select the default value
$MAP_TYPE.SelectedIndex = 0
$MAP_TYPE.location = New-Object System.Drawing.Point(20, 50)
$MAP_TYPE.Font = 'Microsoft Sans Serif,10'
```

```

##Add dropdown list for select Map
$MAP = New-Object system.Windows.Forms.ComboBox
$MAP.text = ""
$MAP.width = 170
$MAP.autosize = $true

# Add the items in the dropdown list
@('de_dust2', 'cs_italy', 'de_anubis', 'de_nuke', 'de_overpass', 'de_inferno', 'de_ancient', 'de_mirage', 'cs_vertigo',
'cs_office') | ForEach-Object { [void] $MAP.Items.Add($_) }

# Select the default value
$MAP.SelectedIndex = 0
$MAP.location = New-Object System.Drawing.Point(20, 80)
$MAP.Font = 'Microsoft Sans Serif,10'

# Zone de texte pour renseigner l'ID de map Workshop
$TEXTBOX_ZONE_ID_WORKSHOP = New-Object System.Windows.Forms.TextBox
$TEXTBOX_ZONE_ID_WORKSHOP.Width = 170
$TEXTBOX_ZONE_ID_WORKSHOP.Location = New-Object System.Drawing.Point(20, 80)
$TEXTBOX_ZONE_ID_WORKSHOP.Font = 'Microsoft Sans Serif,10'

#Affiche la selection de map "legit" en fonction de la drop down MAP_TYPE
$MAP_TYPE.add_SelectedIndexChanged({

    if ($MAP_TYPE.SelectedIndex -eq 1) {
        $CS2_SERVER_LAUNCHER.controls.add($MAP)
        $CS2_SERVER_LAUNCHER.controls.remove($TEXTBOX_ZONE_ID_WORKSHOP)
    }
    else {
        $CS2_SERVER_LAUNCHER.controls.remove($MAP)
        $CS2_SERVER_LAUNCHER.controls.Add($TEXTBOX_ZONE_ID_WORKSHOP)
    }
})

#Add "Select game type"
# Create a Title for our form. We will use a label for it.
$LABEL_SELECT_GAME_TYPE = New-Object system.Windows.Forms.Label

```

```
# The content of the label
$LABEL_SELECT_GAME_TYPE.text = "Select Game Mode"

# Make sure the label is sized the height and length of the content
$LABEL_SELECT_GAME_TYPE.AutoSize = $true

# Define the minial width and height (not nessary with autosize true)
$LABEL_SELECT_GAME_TYPE.width = 25
$LABEL_SELECT_GAME_TYPE.height = 10

# Position the element
$LABEL_SELECT_GAME_TYPE.location = New-Object System.Drawing.Point(20, 130)

# Define the font type and size
$LABEL_SELECT_GAME_TYPE.Font = 'Microsoft Sans Serif,13'

##Add dropdown list for select Game Mode
$GAME_MODE = New-Object system.Windows.Forms.ComboBox
$GAME_MODE.text = ""
$GAME_MODE.width = 170
$GAME_MODE.autosize = $true

# Add the items in the dropdown list
@('competitive', 'wingman', 'casual', 'deathmatch') | ForEach-Object { [void] $GAME_MODE.Items.Add($_) }

# Select the default value
$GAME_MODE.SelectedIndex = 0
$GAME_MODE.location = New-Object System.Drawing.Point(20, 160)
$GAME_MODE.Font = 'Microsoft Sans Serif,10'

#Launch button
$LAUNCH_BUTTON = New-Object system.Windows.Forms.Button
$LAUNCH_BUTTON.BackColor = "#a4ba67"
$LAUNCH_BUTTON.text = "Launch !"
$LAUNCH_BUTTON.width = 90
$LAUNCH_BUTTON.height = 30
$LAUNCH_BUTTON.location = New-Object System.Drawing.Point(370, 250)
$LAUNCH_BUTTON.Font = 'Microsoft Sans Serif,10'
$LAUNCH_BUTTON.ForeColor = "#ffffff"
```

```

#Launch command to run server
$LAUNCH_BUTTON.Add_Click(
{
    $SELECTED_MAP = $MAP.SelectedItem
    $SELECTED_WORKSHOP_MAP = $TEXTBOX_ZONE_ID_WORKSHOP.text
    $SELECTED_GAME_MODE = $GAME_MODE.SelectedItem

    if ($MAP_TYPE.SelectedItem -eq "CS2") {
        #start server
        # Set the path to the CS2 server executable
        $cs2ServerPath = "D:\SteamLibrary\steamapps\common\Counter-Strike Global
Offensive\game\bin\win64\cs2.exe"

        # Set any additional arguments (if needed)
        $cs2ServerArgs = "-dedicated +map $SELECTED_MAP +game_alias $SELECTED_GAME_MODE"

        # Start the CS2 server
        Start-Process -FilePath $cs2ServerPath -ArgumentList $cs2ServerArgs
        write-host "1"
    }

    elseif ($MAP_TYPE.SelectedItem -eq "Workshop") {
        #start server
        # Set the path to the CS2 server executable
        $cs2ServerPath = "D:\SteamLibrary\steamapps\common\Counter-Strike Global
Offensive\game\bin\win64\cs2.exe"

        # Set any additional arguments (if needed)
        $cs2ServerArgs = "-dedicated +map de_dust2 +game_alias $SELECTED_GAME_MODE
+host_workshop_map $SELECTED_WORKSHOP_MAP"

        # Start the CS2 server
        Start-Process -FilePath $cs2ServerPath -ArgumentList $cs2ServerArgs
    }
}
)

```

```
# Add the elements to the form

$CS2_SERVER_LAUNCHER.controls.AddRange(@($LABEL_SELECT_MAP, $MAP_TYPE,
$LABEL_SELECT_GAME_TYPE, $GAME_MODE, $LAUNCH_BUTTON))

# Display the form

[void]$CS2_SERVER_LAUNCHER.ShowDialog()
```

Sources :

- [Counter-Strike 2 - Dedicated Servers - Valve Developer Community \(valvesoftware.com\)](https://valvesoftware.com/)
- [List of CS:GO & CS2 Map Codes with Commands | Total CS \(totalcsgo.com\)](https://totalcsgo.com/)

CSGO Server command

Restart Server

```
sm_restart
```

This command instantly reboots the server.

Change Map

```
changelevel de_newmap
```

This command switches the server to a new map specified by **de_newmap**.

Kick a Player

```
kick [username]
```

Use this command to remove a specific player from your game server.

Ban a Player

```
banid [SteamID]
```

This CS2 server player management command bans a player from joining your server.

List Connected Players

```
status
```

This command lists all players connected to the server and their information.

Log Server Activity

```
log on
```

This command enables the logging of server activities for review.

Set Max Players

```
maxplayers [number]
```

This command sets the maximum number of players that can connect to your server.